The player wakes up in a shed. Neither the character nor the player know how they got there. The story will to told as if the player is the character. They will learn about the characters and their fait together.

Through the actions the player undertakes. They’ll find clues and other items. If the player dares to go out far enough and discover they are under a dome. On the outside of the dome they’ll find clues about why they are here and why they are under a dome.

All over the map are items the player can find. For example, clothes so the player can roam the map during the night. Also, other items they need to escape the dome.

The also need the clothes to roam around in the mist area. This is where they will find other crucial items they need to escape. Over the map are also crucial and useless items to throw off the player.

**Items:**

* **Clothes**
  + To keep you warm at night, so you don’t need the campfire.
  + Used to roam the mist area
  + Can only spend x amount of time wearing this in the mist area
* **Political propaganda pamphlet**
  + Multiple of these spread over the map
  + Talking about various things of how he will defeat the players character